

**METHOD AND SYSTEM FOR REALITY GAMING
ON WIRELESS DEVICES**

ABSTRACT OF THE DISCLOSURE

A system, method and computer readable medium are provided for facilitating a multiplayer game over a wireless network. According to the method, a request to transfer information between two of the wireless devices is received during the multiplayer game (e.g., 804), with the information being at least one of text, audio, and image information. It is determined whether the requested transfer is permitted according to a set of predefined rules for the multiplayer game (808), and the information is transferred between the two wireless devices only if it is determined that the predefined rules permit the requested transfer (810). Also provided are a wireless device (e.g., 106) for use with a multiplayer game and a server (e.g., 102) for facilitating a multiplayer game over a wireless network.

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